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FOR
ColecoVision®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14359

DEFENSE MANUAL

WarGames

Based on the hit MGM/UA Movie!

- For one or two players, ages 10 & up
- Choose from Eight Challenge Levels

Captures all the heartstopping tension and excitement of the United Artists blockbuster movie!

For a One-Player game, use the ColecoVision® or ADAM™ hand controllers or Super Action™ Controllers.

For a Two-Player game, use your ColecoVision® ROLLER CONTROLLER.

COLECO

RED ALERT!

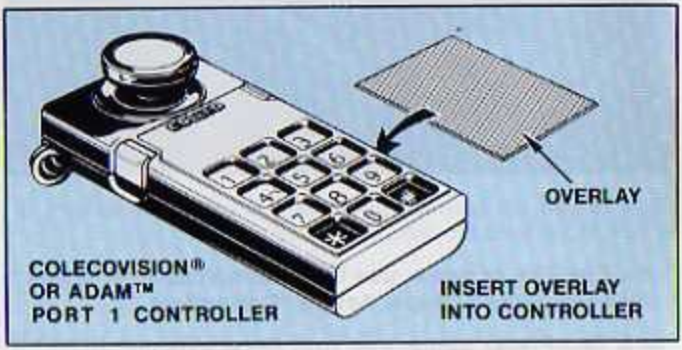
You are the commander at NORAD defending the United States against an enemy attack. You have only minutes to make life or death decisions as you defend against enemy bombers, subs and missiles. Every second counts. Race against the clock and the enemy to save the world from Doomsday.

Your orders: Defend prime targets (cities and military bases) in the United States with the help of the NORAD defense computer. If your defense is successful, you stop the NORAD computer from launching an ICBM counterstrike that will surely result in the destruction of all mankind.

WAR GAMES . . . is it a game, or is it real?

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® UNIT OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.



Defending The Country

Insert the Overlay into the ColecoVision® or ADAM™ Port 1 Controller. (If you are using the Super Action™ Controller, do not try to insert the Overlay. Keep it next to you for ready reference.) Then insert the cartridge. Turn on your game system. Press Reset to start the game.

Choose your challenge!

When the Message Screen appears, choose a Challenge Level from 1–8 by pressing the corresponding number on the controller Keypad.

Challenge Level 1 is the easiest and a good starting level. After you wage a few WAR GAMES campaigns, your reflexes will become quicker and the controls will become second nature to you. Practice your strategy. Then try a harder level. The higher the level, the more bonus points you get for a successful defense.

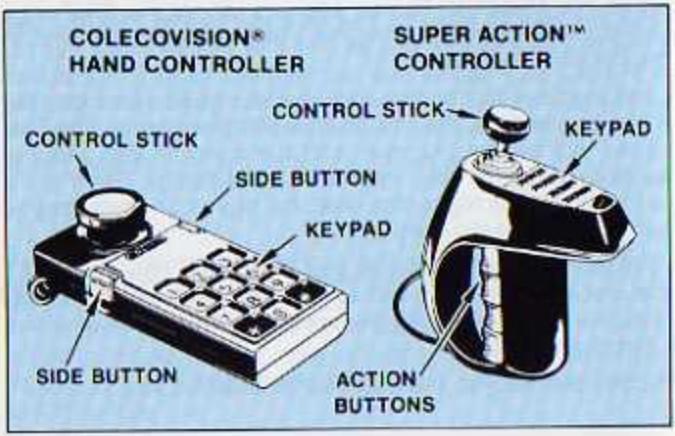
At higher Challenge Levels, you have more time to defend the United States. But the aggressor attacks at lightning-fast speed. The entire aggressor arsenal is thrown at you in a ferocious onslaught.

You're now ready to start your WAR GAMES campaign.

USING YOUR CONTROLS

One-Commander Campaign

1. **Control Stick (ColecoVision® or SuperAction™ Controller):** The Control Stick aims the WAR GAMES weaponry in eight compass directions. Press the Control Stick to move the cross hairs to intercept the enemy.



2. **Keypad Overlay (ColecoVision® Controller):** During a WAR GAMES campaign, pressing certain Keypad Buttons changes map displays or weapons control.

   Press a Keypad Button from **1–6** to display one of the six Defense Sector maps (lettered A–F).

   Press Keypad Button **8** to display the U.S Strategic Map (all sectors).

   Press Keypad Button * to control either Satellite or Sub Patrol Defense. If your chosen defense doesn't appear, press Keypad Button * again.

Press Keypad Button # to scramble Interceptor Jets. If the Interceptor is not the one you want, press # again.

Press Keypad Button **0** for readiness of ABMS.

When a weapon system is selected, the targeting cross hairs appear on the Defense Sector map.

NOTE: Keypad Buttons 7 and 9 have no function during game play.

3. **Side Buttons (ColecoVision® Controller):**

   Right Side Button (Selection Button): When defending with Interceptor Jets, press the Selection Button to switch to a different Interceptor.

   Left Side Button (Activation Button): Press the Activation Button to activate the defense chosen (See below).

4. **Action Buttons (Super Action™ Controller):**

   Orange Action Button (Selection Button): When defending with Interceptor Jets, press the Selection Button to switch to a different Interceptor.

   Yellow Action Button (Activation Button): Press the Activation Button to activate the defense chosen (See below).

DEFENSES ACTIVATED

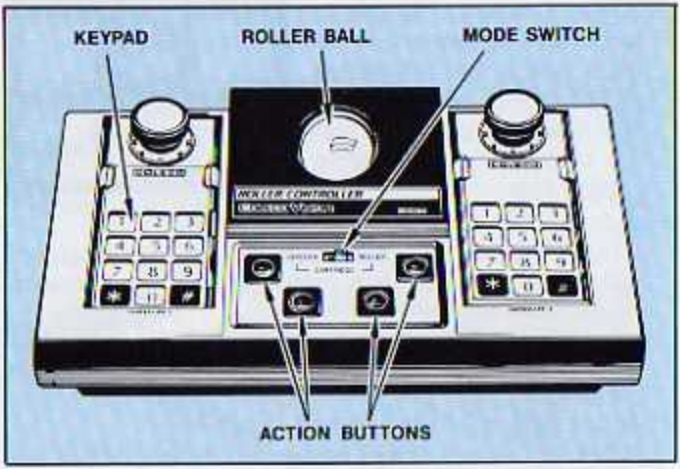
- Sub Patrol: starts moving to the cross hairs.
- Interceptor Jets: starts moving to the cross hairs.
- ABMs: launches missiles toward the cross hairs.
- Satellite: fires the Satellite's particle beam toward the cross hairs.

NOTE: You may also switch Interceptors by pressing the Interceptor (#) Keypad Button.

Two-Commander Campaign

Use your ColecoVision® ROLLER CONTROLLER.

A Two-commander Campaign is a team effort lead by a Strategic Commander and assisted by a Field Commander. To conduct a successful defense, the commanders must coordinate their actions during the campaign.



Attach the ROLLER CONTROLLER to the ColecoVision™ as directed in the ROLLER CONTROLLER owner's manual. Attach the ROLLER CONTROLLER to ADAM™ as explained in SUPPLEMENT INSTRUCTIONS FOR ROLLER CONTROLLER (Supplement No. 14310).

The Strategic Commander removes the Hand Controller from the well. The Field Commander uses the Action Buttons and the Roller Ball.

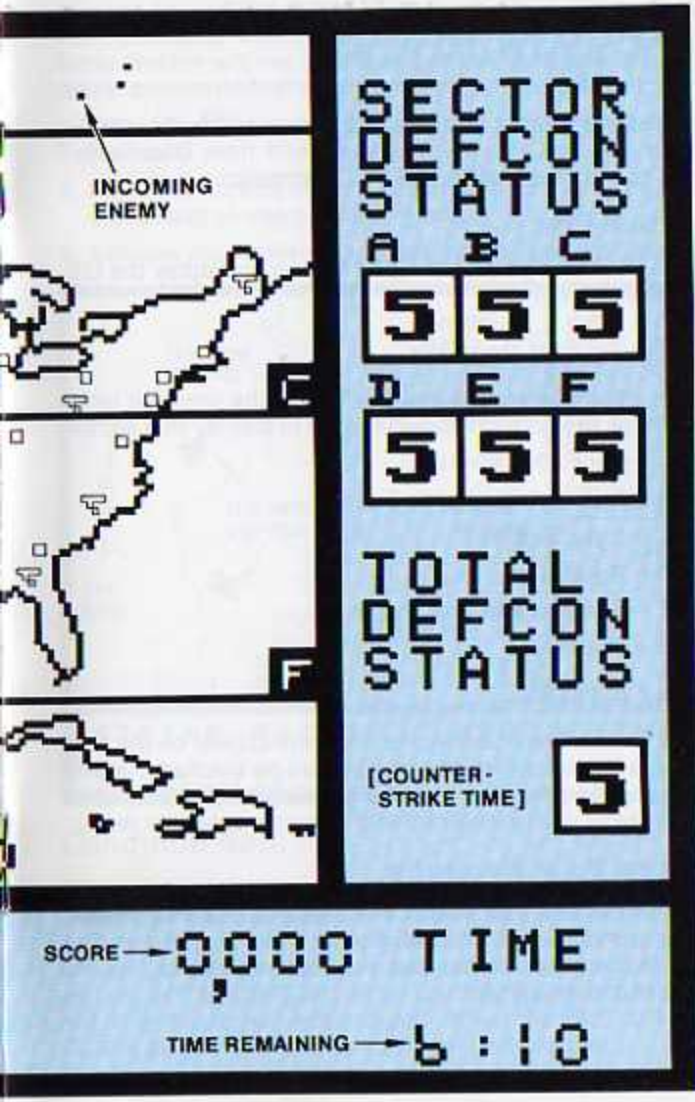
1. **Mode Switch:** Slide the Mode Switch to "Joystick" Mode.
2. **Hand Controller:** The Strategic Commander uses the Keypad Buttons only. See One-Commander Campaign for Keypad Button use. (The Control Stick and Side Buttons are not used.)
3. **Roller Ball:** The Field Commander spins the Roller Ball to move the cross hairs to intercept the enemy.
4. **Action Buttons:**
   ACTIVATION: The Field Commander presses **either** the left top or the right bottom Action Buttons to activate the weapons system.

   SELECTION: The Field Commander presses **either** the right top or left bottom Action Button to switch to a different Interceptor Jet.

Practice Drills

Just as NORAD holds test drills, so should you. Before waging your first real WAR GAMES campaign, play a few games and practice with each weapons system. Take time to learn how the controls work and how each defense is used. Once you've practiced a few times, intercepting the enemy will become easier as will the step-by-step order of using your defenses. Then, wage your first WAR GAMES campaign with confidence!

SECTOR I.D.
A
B
SAC
BASE
ABM
SILO
CITY
D
E
U.S. STRATEGIC MAP
STRIKE POINTS
[MESSAGE AREA]


INCOMING ENEMY
C
F
SECTOR DEFCON STATUS
A B C
5 5 5
D E F
5 5 5
TOTAL DEFCON STATUS
[COUNTER-STRIKE TIME]
5
SCORE→0,000
TIME
TIME REMAINING→6:10

HERE'S HOW TO PLAY

You hold the fate of the United States—possibly the world—in your hands. Can you save the world from Doomsday? Here's how to wage a WAR GAMES campaign.

Defense Plan

Press U.S. Strategic Map Keypad Button to display the U.S. Map on your monitor.

Preserve and Protect

Decide which Defense Sector **(A-F)** is in the greatest jeopardy. Press the correct Keypad Button to display that sector.

A = Pacific Northwest

B = Midwest and Plains States

C = New England

D = Southwest

E = Midwest and Gulf States

F = Southeast

Under Attack!

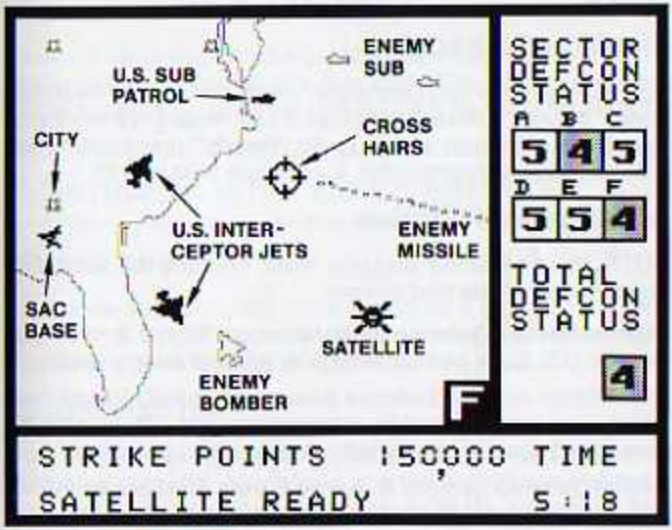
All the United States defensive weapons appear on the sector maps in **blue.** Anything that appears on the map in **white** —a sub, bomber, or incoming missile (dotted white line)—means you're under attack! Get your defenses ready.

Choose Your Weapons

Use your defenses to protect the sector. Once a defense is initiated, immediately choose another sector to protect. The NORAD computer carries out your orders, freeing you to protect another sector.

You can defend the United States using four defenses: Sub Patrols, ABMs, Interceptor Jets and Satellites. Each Defense Sector will not contain all of the defenses. **Each** defense is set in motion in the same step-by-step order:

1. Choose your weapon by pressing the correct Keypad Button.
2. Press the Control Stick or spin the Roller Ball to move the cross hairs to intercept the enemy.
3. Activate your defense by pressing the Activation Button.



Condition Red!

To the right of the map area is an indicator that displays the current **Defense Condition** or **DEFCON** for each of the six Defense Sectors and the **TOTAL DEFCON** for the entire United States. Constantly monitor all the sector DEFCONs and the TOTAL DEFCON. When any SECTOR DEFCON turns **red,** that sector is under attack. When the SECTOR DEFCON is **gray,** that sector is no longer under attack.

A TOTAL DEFCON of **5** is peace; a TOTAL DEFCON of **1** indicates counterstride status. Don't let the TOTAL DEFCON drop to **1**. If it reaches **1**, the counterstrike countdown starts at **60** seconds and you must do everything you can to raise its level back up. If the counterstrike countdown reaches zero, the NORAD computer automatically launches an ICBM strike—that results in the nuclear destruction of the world. Remember also to keep an eye on the Time Remaining (bottom right of your monitor). This shows how long you have to wage your campaign. Don't let time slip through your fingers!

Fire When Ready!

The NORAD command computer alerts you to the readiness status of your chosen defense. If the weaponry is operational, the computer sends you a **"Ready"** message. When a defense is **not** operational, a message tells you so.

Strategy and Tactics

NOTE: Your selected weapon must contact the incoming enemy to eliminate that enemy.

Sub Patrols: All Defense Sectors except Sector **B** have Sub Patrols. U.S. Subs can be used only against enemy subs.

Interceptor Jets: All Defense Sectors have SAC Bases from which you can scramble Interceptor Jets. They can be scrambled against both enemy missiles and bombers.

ABMs: Defense Sectors **A, B,** and **E** have ABM bases. ABMs can be launched only against enemy missiles. Additional ABMs cannot be launched from a sector if other sector ABMs are still "in flight."

Satellite: The Satellite's particle beam is effective against **every** aggressor weapon. Press Keypad Button Satellite/Sub until the "Satellite Ready" message appears on your monitor. The Satellite is the most powerful weapon in your arsenal. When it's ready for use, make it your **first** line of defense.

Tactical Hints from NORAD Command

- The aggressor attacks most intensely from the north. Direct your defense to the northern sectors first.
- Enemy bombers move very slowly; so defend against incoming enemy missiles first. Then conduct a "mopping-up" operation against the enemy bombers.
- If you fail to intercept an enemy sub with your Sub Patrol, switch immediately to Interceptor Jet defense.

Operation WAR GAMES

Now it's up to you. You've got the knowledge, you've got the defenses and—you've got the skill. The fate of the world rests squarely on your shoulders. It's time for WAR GAMES.

Aftermath: What Can Happen

Cease-fire

Everyone in the control room breathes a sigh of relief. You did it! You singlehandedly bought enough time for diplomats to negotiate with the aggressor.

Counterstrike

You couldn't quite pull it off. The attack was just too fierce. The counterstrike countdown started and things started to snowball. You couldn't stop the NORAD computer from launching the ICBM counterstrike. However, unlike real global thermonuclear war, you can try to save the world again and again.

WAR GAMES Debrief

WAR GAMES is a simulation of a nuclear strike. Some terms used here are different from those actually used by NORAD. The weaponry and strategy were designed to enhance the simulation and make it challenging and exciting.

Starting over

Press Keypad Button * to wage another campaign at the same Challenge Level. Press Keypad Button # to choose a new Challenge Level.

Reset

The Reset Button on the console "clears" the computer. It can be used at any time to start a new game, and can also be used in the event of game malfunction.

SCORING

Aggressor Eliminated	Strike Points
Incoming Missile	10,000
Enemy Sub	50,000
Enemy Bomber	50,000

Good Guys Finish First

If you're successful, you'll earn these End-of-the-Campaign bonuses:

Cities Saved Bonus: The number of cities saved times your Challenge Level times 3,000,000.

Military Bases Saved: The number of military bases saved times 1,000,000.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to get started playing WAR GAMES, but it is only the beginning. You will find that this cartridge is full of special features that make WAR GAMES exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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